Listing of Claims:

The listing of claims will replace all prior versions, and listings, of claims in the application:

1.   (Currently Amended) A gaming system comprising:

a network server comprising a network server controller, the network server controller comprising a processor and a memory operatively coupled to said processor,

said network server controller ~~being~~ programmed to:

~~receive request data relating to a request for a game,~~

receive preference data relating to preferences of a plurality of players, the preference data including first preference data for a first player ~~and a second player,~~

receive request data relating to a request for a gaming routine suggestion, wherein the request data is associated with the first preference data,

~~receive game characteristics data relating to game characteristics of a plurality of available games,~~

compare the first preference data with the preference data for said players in the plurality of players,

select, based on the comparing, a gaming routine from a plurality of different available gaming routines, wherein the gaming routine is associated with second preference data of a second player in the plurality of players,

~~select a game from said plurality of available games by comparing said preferences of said first player with said preferences of said second player~~, and

~~provide said game~~ identify the gaming routine in response to [[said]] the request for the gaming routine suggestion;[[,]]

a gaming apparatus operatively coupled to [[said]] the network server, [[said]] the gaming apparatus comprising: a display unit capable of generating video images, a value input device and a gaming apparatus controller comprising a processor and a memory operatively coupled to [[said]] the processor,

[[said]] the gaming apparatus controller being programmed to:

provide [[said]] the network server with [[said]] the request data,

receive game selection data relating to ~~said game~~ the gaming routine,

cause [[said]] the display unit to generate a game display relating to ~~said game~~ the gaming routine,

        determine a value payout associated with an outcome of ~~said game~~ the gaming routine.

2.   (Currently Amended) The gaming system as defined in claim 1,

wherein the network server is further programmed to ~~suggest said game which has been selected from said plurality of available games~~ provide said gaming routine responsive to the receipt of game selection data by the gaming apparatus.

3.   (Canceled)

4.   (Currently Amended) The gaming system as defined in claim 2, wherein [[said]] the second player preferences comprise preferences of a particular player demographic.

5.   (Currently Amended) The gaming system as defined in claim 2, wherein [[said]] the network server controller is further programmed to select ~~an available game~~ the gaming routine by comparing a [[game]] gaming routine previously played by [[said]] the first player to [[said]] the plurality of different available ~~games~~ gaming routines.

6.   (Currently Amended) The gaming system as defined in claim 2,

wherein [[said]] the network server controller is further programmed to provide previous game data relating to ~~a game previously played by said~~ the first player regarding the gaming routine to [[said]] the gaming apparatus, and

wherein [[said]] the gaming apparatus controller is further programmed to cause [[said]] the display unit to generate a game display relating to [[said]] the ~~previously played~~ previous game data.

7.   (Currently Amended) The gaming system as defined in claim 2,

wherein [[said]] the gaming apparatus controller is further programmed to provide [[said]] the network server controller with a player identification, and

wherein [[said]] the network server controller is further programmed to receive player profile data relating to a player profile associated with [[said]] the player identification, [[said]] the player profile data comprising [[said]] the first ~~player preferences~~ preference data.

8.   (Currently Amended) The gaming system as defined in claim 2,

wherein [[said]] the network server controller is further programmed to select a game characteristic from a plurality of game characteristics based upon [[said]] the first ~~player preferences~~ preference data ~~to provide a game characteristic selection comprising said selected game characteristic~~,

wherein [[said]] the gaming apparatus controller is further programmed to cause [[said]] the display unit to generate a game characteristic selection display relating to [[said]] the game characteristic ~~selection~~, the game characteristic selection display configured to allow for selection of a first game characteristic option from a plurality of game characteristic options for the game characteristic, and

wherein [[said]] the gaming apparatus controller is further programmed to implement [[a]] the game characteristic according to the first game characteristic option ~~from said game characteristic selection~~ in ~~said game~~ the gaming routine.

9.   (Currently Amended) A gaming apparatus, comprising:

a display unit;

a value input device;

a controller operatively coupled to [[said]] the display unit and [[said]] the value input device, [[said]] the controller comprising a processor and a memory operatively coupled to [[said]] the processor, [[said]] the controller being programmed to:

receive player preference data relating to preferences of a first player,

receive player type preference data of a player type relating to preferences of a second player type, ~~plurality of players including a first player and a player type of a second player,~~

~~receive game characteristics data relating to game characteristics of a plurality of available games,~~

select a [[game]] <u>gaming routine</u> from [[said]] <u>a</u> plurality of <u>different</u> available ~~games~~ <u>gaming routines</u> by comparing [[said]] <u>the player</u> preference[[s]] <u>data</u> ~~of said first player~~ to [[said]] <u>the player type</u> preference[[s]] <u>data</u> ~~of said player type of said second player~~, <u>and</u>

cause [[said]] <u>the</u> display unit to generate a game selection display ~~relating to said game selection~~ <u>which includes the selected gaming routine</u>[[,]]

~~cause said display unit to generate a game display relating to said game including poker, blackjack, slots, keno, or bingo,~~

~~determine a value payout associated with an outcome of said game that is displayed~~.

10.   (Currently Amended) The gaming apparatus as defined in claim 9, <u>wherein the controller is further configured to:</u>

<u>receive an input indicating selection of the gaming routine via the game selection display;</u> <u>and</u>

<u>cause the display unit to generate a game display of the gaming routine,</u> wherein [[said]] <u>the</u> display unit comprises a video display unit that is capable of generating video images.

11.   (Currently Amended) The gaming apparatus as defined in claim 10,

wherein [[said]] <u>the</u> controller is <u>further</u> programmed to cause a video image comprising an image of at least five playing cards to be displayed if [[said]] <u>the</u> game ~~that is~~ display[[ed]] comprises video poker,

wherein [[said]] <u>the</u> controller is <u>further</u> programmed to cause a video image comprising an image of a plurality of simulated slot machine reels to be displayed if [[said]] <u>the</u> game ~~that is~~ display[[ed]] comprises video slots,

wherein [[said]] <u>the</u> controller is <u>further</u> programmed to cause a video image comprising an image of a plurality of playing cards to be displayed if [[said]] <u>the</u> game ~~that is~~ display[[ed]] comprises video blackjack,

wherein [[said]] <u>the</u> controller is <u>further</u> programmed to cause a video image comprising an image of a plurality of keno numbers to be displayed if [[said]] <u>the</u> game ~~that is~~ display[[ed]] comprises video keno, <u>and</u>

wherein [[said]] the controller is further programmed to cause a video image comprising an image of a bingo grid to be displayed if [[said]] the game that is display[[ed]] comprises video bingo.

12.   (Currently Amended) The gaming apparatus as defined in claim 9, wherein [[said]] the display unit comprises at least one mechanical slot machine reel.

13.   (Canceled)

14.   (Currently Amended) The gaming apparatus as defined in claim 9, wherein [[said]] the controller is further programmed to select at least one available game by comparing [[said]] the first player preferences to preferences of [[said]] a second player of the second player type and selecting a game associated with [[said]] the second player.

15.   (Currently Amended) The gaming apparatus as defined in claim 14, wherein [[said]] the second player preferences comprise preferences of a particular player demographic.

16.   (Currently Amended) The gaming apparatus as defined in claim 9, wherein [[said]] the controller is further programmed to select at least one available game the gaming routine by also comparing a [[game]] gaming routine previously played by [[said]] the first player to [[said]] the plurality of available games.

17.   (Currently Amended) The gaming apparatus as defined in claim 9,
       wherein [[said]] the game selection display comprises a display relating to includes an option to select a [[game]] gaming routine previously played by [[said]] the first player, and
       wherein [[said]] the controller is further programmed to cause [[said]] the display unit to generate a game display relating to said previously played game the gaming routine.

18.   (Currently Amended) The gaming apparatus as defined in claim 9,
       wherein [[said]] the controller is further programmed to receive identification data relating to the identity of [[said]] the first player, and

wherein [[said]] the controller is further programmed to receive player profile data relating to a player profile associated with ~~said player~~ the identity of the first player, [[said]] the player profile data comprising ~~said first player~~ the preferences of the first player.

19.   (Currently Amended) The gaming apparatus as defined in claim 9,

wherein [[said]] the controller is programmed to select a game characteristic from a plurality of game characteristics based upon [[said]] the first player preferences to provide a game characteristic selection comprising [[said]] the selected game characteristic,

wherein [[said]] the controller is programmed to cause [[said]] the display unit to generate a game characteristic selection display relating to [[said]] the game characteristic selection,

wherein [[said]] the controller is programmed to implement the game characteristic from [[said]] the game characteristic selection in [[said]] the game that is displayed.

20.   (Currently Amended) A gaming system comprising a plurality of gaming apparatuses as defined in claim 9, [[said]] the gaming apparatuses being interconnected to form a network of gaming apparatuses.

21.   (Currently Amended) The gaming system as defined in claim 20, wherein [[said]] the gaming apparatuses are interconnected via the Internet.

22.   (Currently Amended) A gaming apparatus, comprising:
        a display unit;
        a value input device;
        a controller operatively coupled to [[said]] the display unit and [[said]] the value input device, [[said]] the controller comprising a processor and a memory operatively coupled to [[said]] the processor, the controller programmed to:
                ~~said controller being programmed to~~ receive preference data relating to preferences of a plurality of players, the preference data including first preference data for a first player and second preference data for [[and]] a second player, wherein the second player is different from the first player,

~~said controller being programmed to~~ select a game characteristic from a plurality of game characteristics associated with a ~~plurality of available games~~ <u>gaming routine</u> by comparing [[said]] <u>the</u> first ~~player preferences~~ <u>preference data</u> with ~~a plurality of preferences of a second player~~ <u>the second preference data,</u> ~~wherein said second player is other than said first player, said controller being programmed to~~

cause [[said]] <u>the</u> display unit to generate a game characteristic selection display relating to [[said]] <u>the</u> game characteristic<u>, the game characteristic selection display configured to allow for selection of a first game characteristic option from a plurality of game characteristic options for the game characteristic,</u>

~~said controller being programmed to~~ cause [[said]] <u>the</u> display unit to generate a game display relating to ~~one of the following games: poker, blackjack, slots, keno or bingo~~ <u>the gaming routine, and</u>

~~said controller being programmed to~~ implement the game characteristic <u>according to the first game characteristic option</u> in ~~said one of said games that is displayed~~ <u>the gaming routine</u>[[,]]

~~said controller being programmed to determine a value payout associated with an outcome of said one of said games that is displayed~~.

23.   (Currently Amended) The gaming apparatus as defined in claim 22, wherein [[said]] <u>the</u> game characteristic comprises a payout table.

24.   (Currently Amended) The gaming apparatus as defined in claim 22, wherein [[said]] <u>the</u> game characteristic comprises a game theme.

25.   (Currently Amended) The gaming apparatus as defined in claim 22, wherein [[said]] <u>the</u> game characteristic comprises a minimum bet.

26.   (Currently Amended) The gaming apparatus as defined in claim 22, wherein [[said]] <u>the</u> game characteristic comprises a game type.

27.   (Canceled)

28.   (Currently Amended) The gaming apparatus as defined in claim 22, wherein [[said]] the controller is further programmed to perform the selection by selecting, based on the comparison, [[said]] the game characteristic associated with [[said]] the second player.

29.   (Canceled)

30.   (Currently Amended) The gaming apparatus as defined in claim 22, wherein [[said]] the controller is programmed to select [[a]] the game characteristic by comparing a game characteristic of a [[game]] gaming routine previously played by [[said]] the first player to [[said]] the plurality of game characteristics.

31.   (Canceled)

32.   (Currently Amended) A gaming system comprising a plurality of gaming apparatuses as defined in claim 22, [[said]] the gaming apparatuses being interconnected to form a network of gaming apparatuses.

33.   (Currently Amended) A gaming method, comprising:
        receiving identification data relating to an identity of a first player;
        receiving player profile data relating to a player profile associated with ~~said player identity~~ identification data, [[said]] the player profile comprising preference data relating to preferences of [[said]] the first player;
        selecting a [[game]] gaming routine from a plurality of different available ~~games~~ gaming routines by comparing ~~said first player~~ preferences of the first player with ~~a plurality of~~ preferences of a second player wherein [[said]] the second player is other than [[said]] the first player; and
        ~~causing a game~~ displaying a game display of ~~said game including poker, blackjack, slots, keno or bingo~~ the gaming routine~~; and~~
        ~~determining a value payout associated with an outcome of said game represented by said game display comprising a video image.~~

34. (Currently Amended) The gaming method as defined in claim 33, ~~additionally~~ further comprising:

receiving game characteristics data relating to <u>game</u> characteristics of ~~said game~~ <u>the gaming routine</u>; and

comparing [[said]] <u>the</u> first player preferences to [[said]] <u>the</u> game characteristics data; [[and]]

<u>wherein</u> selecting ~~a game~~ <u>the gaming routine further includes</u> ~~from the plurality of available games based on said~~ comparing of [[said]] <u>the</u> first player preferences with [[said]] <u>the</u> game characteristics data.

35. (Currently Amended) The gaming method as defined in claim 33, wherein [[said]] <u>the</u> selecting the [[game]] <u>gaming routine</u> from the plurality of <u>different</u> available ~~games~~ <u>gaming routines further</u> comprises selecting a [[game]] <u>gaming routine</u> associated with [[said]] <u>the</u> second player based on the comparison.

36. (Currently Amended) The gaming method as defined in claim 33, ~~further comprising:~~ <u>wherein the selecting the gaming routine from the plurality of different available gaming routines further comprises</u> comparing a [[game]] <u>gaming routine</u> previously played by [[said]] <u>the</u> first player to [[said]] <u>the different</u> available ~~games~~ <u>gaming routines</u>; and

selecting [[said]] <u>the</u> previously-played [[game]] <u>gaming routine</u> from [[said]] <u>the plurality of different</u> available ~~games~~ <u>gaming routines</u>.

37. (Currently Amended) The gaming method as defined in claim 33, ~~additionally~~ <u>further</u> comprising:

~~causing~~ <u>displaying</u> a game display relating to a [[game]] <u>gaming routine</u> previously played by [[said]] <u>the</u> first player to be generated[[;]]

~~causing a game display relating to said previously played game to be generated~~.

38. (Currently Amended) The gaming method as defined in claim 33, additionally comprising:

selecting a game characteristic from a plurality of game characteristics based upon [[said]] <u>the</u> first player preferences<u>;</u>

~~to provide~~ providing a game characteristic selection <u>display, the game characteristic selection display configured to allow for selection of a first game characteristic option from a plurality of game characteristic options for the game characteristic;</u>

~~causing a game characteristic selection display relating to said game characteristic selection to be generated;~~

implementing the game characteristic <u>according to the first game characteristic option in the gaming routine</u> ~~from said game characteristic selection in said game that is displayed~~.